Descriptions of LEGO Dimensions prototypes

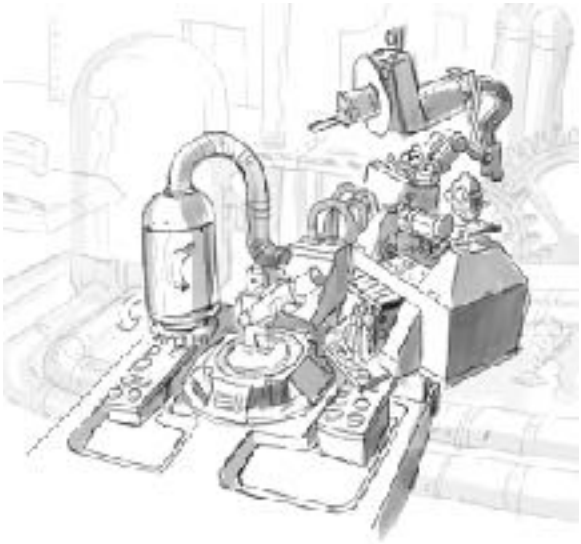
Start area

A big open area, inspired by the main atrium from Despicable Me. Here the player can go down 3 different hallways to visit the 3 different prototype levels (estimated play time: 10 minutes each):

- **Prototype 1** – Gru's Doomsday Weapon Machine (Incredible Machine)
- **Prototype 2** – Mobile Cookie Robot Platform (Connectables)
- **Prototype 3** – Dr. Nefario's Über-scooter (Pop-off)

Prototype 1 – Gru's Doomsday Weapon Machine (Incredible Machine)

In the Weapon Crafter prototype players can fiddle with the LEGO Diorama on the physical portal, to tweak settings on the Brain Piece and craft different guns inspired by the Despicable Me universe (Banana rockets, Evil minion antidote jelly Gatling-gun, fart-grenades etc.)



Core experiences:

- Interacting with the "brain piece" to craft different weapons.
- Trying out fun weapon combinations and experimenting by shooting at minions with different guns.

Mission / Level Description:
A series of 4 rooms where players can explore playfully and face various gameplay challenges requiring weapons to be crafted.

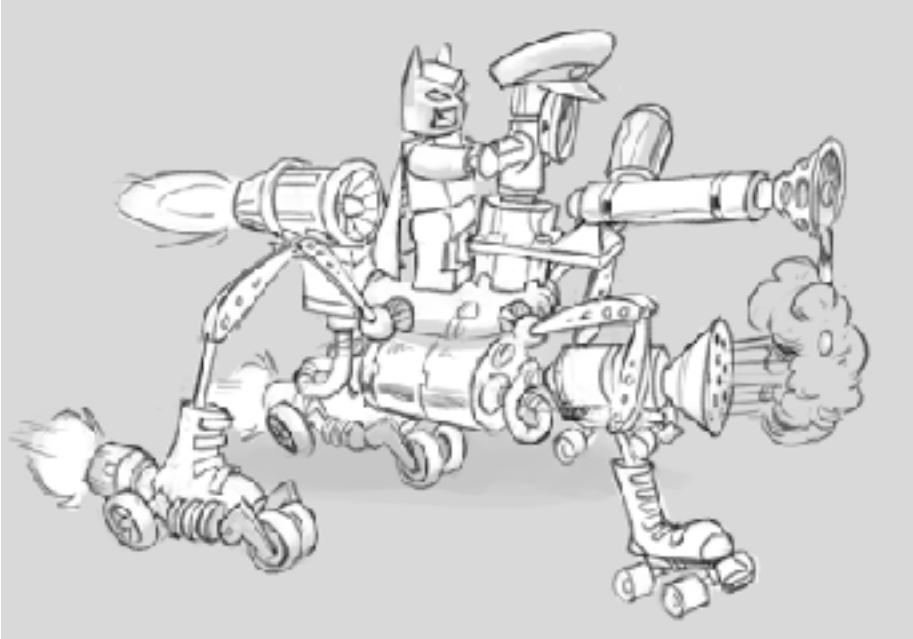
- ***Room 1:*** evil, purple minions are attacking yellow ones. Use any means to help them and clear the room.
- ***Passageway:*** Freeze the spinning fan with ice weapon to freeze it and pass through.
- ***Room 2:*** Lure yellow minions to "minion batteries", so that elevator starts working. Use banana guns to lure minions.
- ***Room 3:*** Broken banana-pipe means bananas drop from the sky and attract minions to middle of room. This blocks access to elevator. Clear the zone using stinking fart weapons.
- ***Room 4:*** Attacked by many purple minions, you need to turn them yellow by using PX41 antidote (jelly) and lure them to minion batteries using bananas.

Prototype 2 – Mobile Cookie Robot Platform (Connectables)

Player can mount a large cookie-robot platform and modify it by placing different "connectables ingredients" on the portal. Placing ingredients spawn new abilities and equipment on the platform, like jelly-guns, rollerskate-legs or fart-rockets.

Core experiences:

- Placing different ingredients on the portal and seeing the cookie robot change shape, equipment and abilities.
- Trying out fun "easter egg" combinations, where two ingredients mix in fun and unexpected ways.



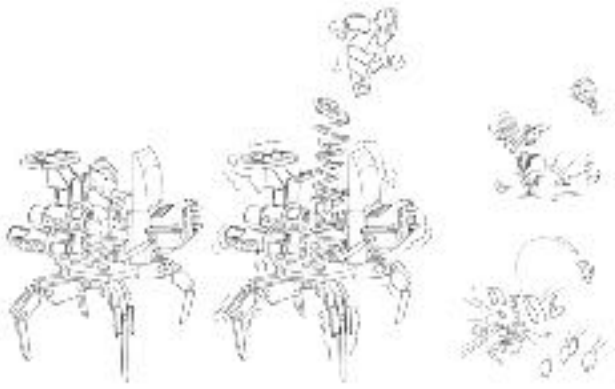
Mission / Level Description:
A large open "sandbox" atrium.

- As players modify the cookie robot, certain events will trigger matching the current equipment of the robot.
- Enemies spawn in waves and can be turned into yellow minions with jelly-gun
- Yellow minions can be made to operate machinery by luring them there with bananas.
- Player can get access to higher walkways by using rocket boosters and ramps.
- 3 secret rooms can be found this way.

Prototype 3 – Dr. Nefario's Über-scooter (Pop-off)

Dr. Nafario's mobility-scooter turns into an awesome weaponized platform. Players can see how far they can "evolve" the scooter, before it explodes (pop-off).

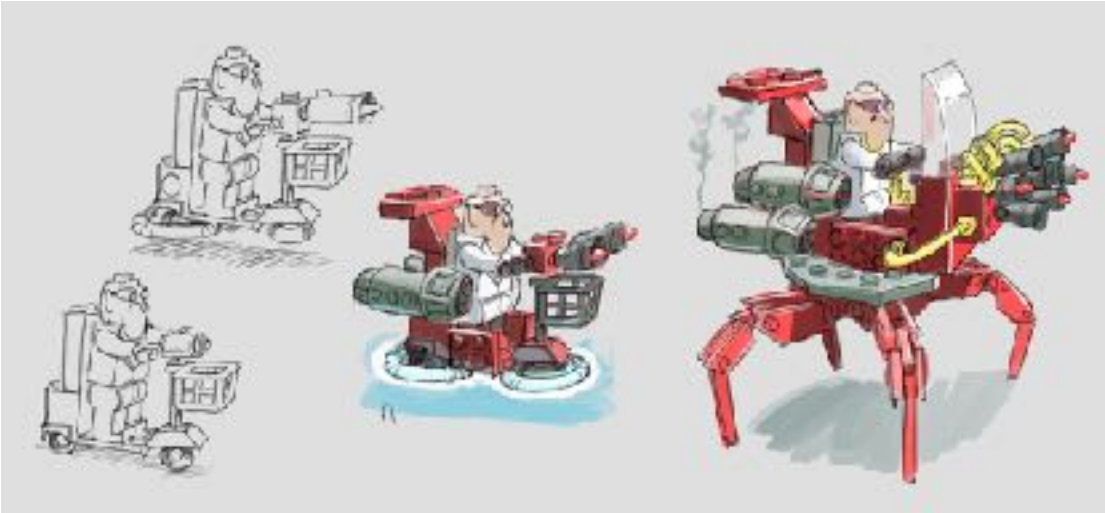
The scooter has 5 upgrade levels, making it more



powerful, but will eventually blow up if taking too much damage.

Core experiences:

- Mounting the character in the “pop-off” base and seeing the scooter transform into an über-scooter
- Driving the scooter and upgrading it to a bigger and badder vehicle.
- Experiencing the physical pop-off effect as scooter is destroyed.



Mission / Level Description:

A series of 4 rooms where players can fight purple minions with the scooter

- ***Room 1:*** Intro fight room. Simple room with easy fight. Player experiences first scooter upgrade level.
- ***Room 2:*** Ramp room. Scooter must get upgraded with rocket boosters and fly up the ramp to proceed.
- ***Room 3:*** Spider-leg room. Scooter must get final form, with spider legs and vertical jump ability, and jump to exit door to proceed.
- ***Room 4:*** Open area fight. Big open area, where players can fight as long as they chose, against increasingly difficult waves of purple minions.